```
StarVlist
# spread
# newcamr
# newcamq
# camr
# camq
# lasttime
+ Draw()
+ StarVlist()
+ UpdateGraphics()
+ ~StarVlist()
+ BeginDrawState()
+ EndDrawState()
+ NumTextures()
+ DrawAll()
```

+ SpriteStarVlist()
+ ~SpriteStarVlist()
+ NumTextures()
+ BeginDrawState()

+ EndDrawState()

+ Draw()